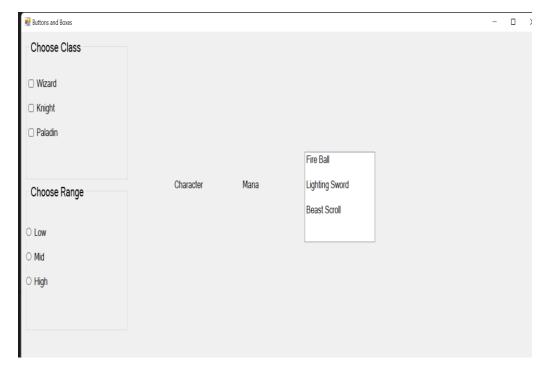
## Code

```
private void Option1_CheckedChanged(object sender, EventArgs e)
     Random random = new Random();
     MessageBox.Show("You have chosen low range");
     ResultLabel.Text = random.Next(50).ToString() + " mana points and ";
 private void Option2_CheckedChanged(object sender, EventArgs e)
     Random rand = new Random();
     MessageBox.Show("You have chosen Mid Range");
     ResultLabel.Text = rand.Next(50,100).ToString() + " mana points and ";
  private void HighRange_CheckedChanged(object sender, EventArgs e)
     Random ran = new Random();
     MessageBox.Show("You have chosen High Range");
     ResultLabel.Text = ran.Next(100, 150).ToString() + " mana points and ";
  private void ResultLabel_Click(object sender, EventArgs e)
 private void ButtonForm_Load(object sender, EventArgs e)
      if (WizardCheck.Checked)
          MessageBox.Show("You have chosen Wizard");
   else if (KnightCheck.Checked)
       MessageBox.Show("You have chosen Knight");
   else if (PaladinCheck.Checked)
       MessageBox.Show("You have chosen Paladin");
private void WizardCheck_CheckedChanged(object sender, EventArgs e)
   if (WizardCheck.Checked)
       MessageBox.Show("You have chosen Wizard");
       CharacterLabel.Text = "You are a Wizard with ";
   if (KnightCheck.Checked && PaladinCheck.Checked)
       MessageBox.Show("You have selected too many options. Pick Again.");
   if (KnightCheck.Checked && WizardCheck.Checked && PaladinCheck.Checked)
       MessageBox.Show("You have selected too many options. Pick Again.");
private void KnightCheck_CheckedChanged(object sender, EventArgs e)
   if (KnightCheck.Checked)
       MessageBox.Show("You have chosen Knight");
```

CharacterLabel.Text = "You are a Knight with ";

```
if (KnightCheck.Checked && WizardCheck.Checked)
      MessageBox.Show("You have selected too many options. Pick Again.");
  if (KnightCheck.Checked && PaladinCheck.Checked)
      MessageBox.Show("You have selected too many options. Pick Again.");
  if (KnightCheck.Checked && PaladinCheck.Checked && WizardCheck.Checked)
      MessageBox.Show("You have selected too many options. Pick Again.");
rivate void PaladinCheck_CheckedChanged(object sender, EventArgs e)
  if (PaladinCheck.Checked)
      MessageBox.Show("You have selected Paladin");
      CharacterLabel.Text = "You are a Paladin with ";
  if (PaladinCheck.Checked && WizardCheck.Checked)
      MessageBox.Show("You have selected too many options. Pick Again.");
  if (PaladinCheck.Checked && KnightCheck.Checked)
      MessageBox.Show("You have selected too many options. Pick Again.");
  if (PaladinCheck.Checked && WizardCheck.Checked && KnightCheck.Checked)
      MessageBox.Show("You have selected too many options. Pick Again.");
```

## Form First Look



**Test Runs** 

